

Monkey Buddies Activities

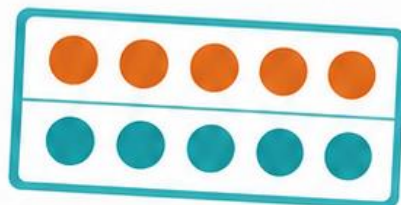


..... imagination lives here

Brain Maker Summer Math Transition Guide

First to Second Grade

A parent-friendly readiness guide built
around generalized grade-level math skills



Monkey Buddies Brain Maker Guide

First-to-Second Grade Transition Math Plan

A summer activity-page plan for building number sense, confidence, and second-grade readiness

Prepared in the Brain Maker / Monkey Buddies Learning Lab style

Core message for parents

This plan is not summer school. It is a playful, standards-aligned bridge that helps a rising second grader count it, build it, draw it, talk it through, and use it.

Count it. Build it. Draw it. Talk it through. Use it.

Brain Maker Purpose

This first-to-second grade transition plan helps a rising second grader strengthen the math skills that second grade depends on: number sense, addition and subtraction, place value, money, time, measurement, shapes, graphing, and early equal-groups thinking.

The work is aligned to West Virginia grade-level expectations, but it is taught through short, hands-on, child-friendly activities that help math feel understandable instead of overwhelming.

Teaching Stance

The goal is not to rush children into worksheets. The goal is to build flexible math thinking through activity pages, manipulatives, drawing, talking, sorting, matching, measuring, and simple games.

How This Plan Works

Each teaching pair includes a Skill Builder Page and a Use It Activity Page. The first page introduces or strengthens the skill. The second page helps the child apply the skill through a hands-on or visual activity.

- Skill Builder Page: focused practice, modeling, vocabulary, and guided examples.
- Use It Activity Page: games, cut/sort/match pages, drawing, measuring, money, clocks, graphing, and real-world use.
- WV Readiness Standards: Grade 1 review standards and Grade 2 expectations are listed beside each pair for parent confidence.

Brain Maker Connection

For this age, math should move through the hands and the eyes before it becomes symbols on a page.

First-to-Second Grade Readiness Map

This overview shows the 15 teaching pairs. The following pages expand each pair with activity-page ideas and WV readiness alignment.

Pair	Skill Area	Main Student Experience
1	Number Sense Check	count, read, write, compare, and use number patterns
2	Addition Within 20	make 10, doubles, ten-frames, and flexible addition
3	Subtraction Within 20	take apart, count back, and connect subtraction to addition
4	Fact Families and Equations	understand related facts and the equal sign
5	Tens and Ones	build and draw two-digit numbers
6	Compare and Order Numbers	use place value and number lines
7	Add Within 100	add tens to tens and ones to ones
8	Subtract Within 100	break apart numbers and use models
9	Word Problems Without Panic	draw the story and choose add/subtract
10	Money	identify coins, count values, and play store
11	Analog Time	match clocks and draw hands
12	Measurement	estimate, compare, and measure with tools
13	Data and Graphing	survey, tally, graph, and answer questions
14	Shapes and Equal Shares	sort shapes and partition into equal parts
15	Early Arrays and Readiness Review	build equal groups and dot arrays

Pair 1: Number Sense Check

Skill Builder Page	Count, read, and write numbers; number before/after; missing numbers; skip count by 2s, 5s, and 10s.
Use It Activity Page	Number path, hundred chart hunt, mystery number clues, and “find the missing number” puzzles.
WV Readiness Standards	Grade 1 Review: M.1.9. Grade 2 Readiness: M.2.6, M.2.7, M.2.8.

Brain Maker Focus: Can the child count, read numbers, write numbers, and notice number patterns?

Pair 2: Addition Within 20

Skill Builder Page	Make 10, count on, doubles, near doubles, and use ten-frames to build sums.
Use It Activity Page	Roll-and-add, ten-frame addition, solve-and-color, and addition match cards.
WV Readiness Standards	Grade 1 Review: M.1.3, M.1.5, M.1.6. Grade 2 Readiness: M.2.2.

Brain Maker Focus: Addition should become flexible, not just finger-counting forever.

Pair 3: Subtraction Within 20

Skill Builder Page	Count back, take apart, missing parts, and subtraction as an unknown-addend problem.
Use It Activity Page	Subtraction mats, number bond puzzles, missing number cards, and take-away story pictures.
WV Readiness Standards	Grade 1 Review: M.1.4, M.1.5, M.1.6, M.1.8. Grade 2 Readiness: M.2.2.

Brain Maker Focus: Subtraction should connect to addition and make sense visually.

Pair 4: Fact Families and Equations

Skill Builder Page	Related addition/subtraction facts, true/false equations, and equal sign meaning.
Use It Activity Page	Triangle fact-family cards, equation sorts, balance-scale drawings, and “make it true” pages.
WV Readiness Standards	Grade 1 Review: M.1.7, M.1.8. Grade 2 Readiness: M.2.1, M.2.2, M.2.14.

Brain Maker Focus: The equal sign means “same as,” not “the answer comes next.”

Pair 5: Tens and Ones

Skill Builder Page	Build two-digit numbers with tens and ones; draw base-ten blocks; say the value of each digit.
Use It Activity Page	Build it / draw it / write it mats, bundle sticks, dime-and-penny place value, and expanded-number matching.
WV Readiness Standards	Grade 1 Review: M.1.10, M.1.11. Grade 2 Readiness: M.2.6, M.2.7, M.2.8.

Brain Maker Focus: Digits have value because of their place.

Pair 6: Compare and Order Numbers

Skill Builder Page	Greater than, less than, equal to; order numbers from least to greatest; use tens and ones to compare.
Use It Activity Page	Number line jumps, compare cards, mystery number clues, and “which number is greater?” partner pages.
WV Readiness Standards	Grade 1 Review: M.1.11. Grade 2 Readiness: M.2.9.

Brain Maker Focus: Compare using place value, not just the digit that looks biggest.

Pair 7: Add Within 100

Skill Builder Page	Add two-digit numbers using tens and ones; add a two-digit number plus a one-digit number; add multiples of 10.
Use It Activity Page	Base-ten addition mats, draw-and-add pages, regrouping-readiness activities, and “add the tens first” tasks.
WV Readiness Standards	Grade 1 Review: M.1.12, M.1.13. Grade 2 Readiness: M.2.10, M.2.11, M.2.12, M.2.14.

Brain Maker Focus: Add tens to tens and ones to ones. Draw it before stacking it.

Pair 8: Subtract Within 100

Skill Builder Page	Subtract using tens and ones; subtract multiples of 10; compare differences; mentally find 10 less.
Use It Activity Page	Break-apart subtraction mats, number line subtraction, “how many left?” cards, and base-ten take-away pages.
WV Readiness Standards	Grade 1 Review: M.1.14. Grade 2 Readiness: M.2.10, M.2.12, M.2.13, M.2.14.

Brain Maker Focus: Subtraction is easier when numbers are broken apart and modeled.

Pair 9: Word Problems Without Panic

Skill Builder Page	Add/take away/put together/take apart/compare word problems; circle the question; choose the operation.
Use It Activity Page	Draw-the-story mats, act-it-out cards, choose-add-or-subtract pages, and answer-with-a-word frames.
WV Readiness Standards	Grade 1 Review: M.1.1, M.1.2. Grade 2 Readiness: M.2.1, M.2.19, M.2.20.

Brain Maker Focus: Draw it first. Then write the number sentence.

Pair 10: Money

Skill Builder Page	Identify coins and values; count pennies, nickels, dimes, and quarters; connect dimes and pennies to tens and ones.
Use It Activity Page	Store math, menu math, coin cut-and-glue, “show the same amount two ways,” and buy-it pages.
WV Readiness Standards	Grade 1 Review: M.1.18. Grade 2 Readiness: M.2.22.

Brain Maker Focus: Money builds skip counting, place value, and real-world problem solving.

Pair 11: Analog Time

Skill Builder Page	Tell time to the hour and half-hour; match analog and digital clocks; begin five-minute awareness.
Use It Activity Page	Clock matching, draw-the-hands pages, daily schedule cards, and “what happens next?” time sequencing.
WV Readiness Standards	Grade 1 Review: M.1.17. Grade 2 Readiness: M.2.21.

Brain Maker Focus: Hour hand first. Minute hand second. No panic.

Pair 12: Measurement

Skill Builder Page	Compare length, measure with objects, estimate, and introduce rulers and other measuring tools.
Use It Activity Page	Measure-the-room hunt, estimate-then-measure pages, longest/shortest sorts, and object measurement cards.
WV Readiness Standards	Grade 1 Review: M.1.15, M.1.16. Grade 2 Readiness: M.2.15, M.2.16, M.2.17, M.2.18, M.2.19.

Brain Maker Focus: Measurement means equal-size units with no gaps or overlaps.

Pair 13: Data and Graphing

Skill Builder Page	Tally marks, picture graphs, bar graphs, more/fewer/total questions, and simple data conversations.
Use It Activity Page	Family survey, favorite snack graph, tally-and-graph pages, and answer-questions-from-data activities.
WV Readiness Standards	Grade 1 Review: M.1.19. Grade 2 Readiness: M.2.23, M.2.24.

Brain Maker Focus: Graphs help us answer questions.

Pair 14: Shapes and Equal Shares

Skill Builder Page	2D/3D shapes, sides, corners, attributes, halves, fourths, and equal shares.
Use It Activity Page	Shape sort, build-a-picture, partition shapes into equal shares, and “find the attributes” pages.
WV Readiness Standards	Grade 1 Review: M.1.20, M.1.21, M.1.22, M.1.23. Grade 2 Readiness: M.2.25, M.2.27.

Brain Maker Focus: Shapes can be named, sorted, built, and broken into equal parts.

Pair 15: Early Arrays and Second-Grade Readiness Review

Skill Builder Page	Odd/even, equal groups, rows and columns, repeated addition, and a mixed readiness check.
Use It Activity Page	Dot arrays, object arrays, tile rectangles, equal-group builds, review games, and a parent summary.
WV Readiness Standards	Grade 2 Readiness: M.2.3, M.2.4, M.2.5, M.2.26, plus review of Grade 1 foundations.

Brain Maker Focus: This is the gentle bridge toward multiplication thinking and second-grade confidence.

Activity Page Menu

These page types match the first-to-second grade plan and help the work stay visual, active, and age-appropriate.

Number Sense Pages

- Missing number paths
- Hundred chart hunts
- Before/after number cards
- Mystery number clues
- Skip-counting trails

Addition and Subtraction Pages

- Ten-frame pages
- Number bond pages
- Roll-and-solve games
- Solve-and-color pages
- Fact-family triangles
- Missing addend puzzles

Place Value Pages

- Base-ten block mats
- Bundle sticks
- Dime-and-penny place value pages
- Build it / draw it / write it pages
- Expanded form matching

Real-World Math Pages

- Coin counting pages
- Store and menu math
- Clock matching pages
- Draw-the-hands clock pages
- Measure-the-room scavenger hunts

Thinking and Geometry Pages

- Draw-the-story word problem mats
- Tally and graph pages
- Shape sorting pages
- Equal-share pages
- Dot array pages

Math Language Cheat Sheet

For this level, the math language should be short, repeated often, and tied to pictures or objects.

Number Words

Word	Kid-Friendly Meaning
number	how many or how much
digit	one symbol in a number
tens	groups of ten
ones	single units
hundreds	groups of one hundred
greater than	more
less than	smaller
equal to	same amount

Addition and Subtraction Words

Word	Kid-Friendly Meaning
add	put together
subtract	take away or compare
sum	answer to addition
difference	answer to subtraction
altogether	total amount
left	what remains

equation	math sentence with an equal sign
number sentence	a math sentence using numbers and symbols

Place Value Words

Word	Kid-Friendly Meaning
place	where the digit sits
value	what the digit is worth
compare	decide which is greater, less, or equal
order	put numbers in sequence
skip count	count by the same amount each time

Money and Time Words

Word	Kid-Friendly Meaning
penny	1 cent
nickel	5 cents
dime	10 cents
quarter	25 cents
cent	part of a dollar
hour hand	shorter clock hand
minute hand	longer clock hand
o'clock	right on the hour
half past	30 minutes after the hour

Measurement, Data, and Shape Words

Word	Kid-Friendly Meaning
length	how long something is
unit	the piece used to measure
estimate	a careful guess
data	information we collect
graph	a picture of data
tally	marks used to count
side	straight edge of a shape
corner/vertex	where sides meet
equal shares	same-size parts

Simple End-of-Summer Readiness Check

This is not a high-pressure test. It is a quick way to see what is becoming comfortable and what still needs practice.

Number Sense

<input type="checkbox"/>	Counts forward and backward within 120
<input type="checkbox"/>	Reads and writes two-digit numbers
<input type="checkbox"/>	Finds missing numbers on a number path
<input type="checkbox"/>	Skip counts by 2s, 5s, and 10s

Addition and Subtraction

<input type="checkbox"/>	Adds and subtracts within 20 with growing fluency
<input type="checkbox"/>	Uses make-10 or doubles strategies
<input type="checkbox"/>	Solves simple missing-number equations
<input type="checkbox"/>	Explains whether a word problem needs addition or subtraction

Place Value

<input type="checkbox"/>	Builds two-digit numbers with tens and ones
<input type="checkbox"/>	Explains the value of each digit
<input type="checkbox"/>	Compares two numbers using $>$, $<$, or $=$
<input type="checkbox"/>	Mentally finds 10 more or 10 less

Real-World Math

<input type="checkbox"/>	Identifies coin values
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<input type="checkbox"/>	Counts simple coin combinations
<input type="checkbox"/>	Tells time to the hour and half-hour
<input type="checkbox"/>	Measures objects using equal units

Shapes, Data, and Early Arrays

<input type="checkbox"/>	Names and sorts basic shapes by attributes
<input type="checkbox"/>	Partitions shapes into equal shares
<input type="checkbox"/>	Reads a simple picture or bar graph
<input type="checkbox"/>	Builds equal groups or small arrays

Parent-Friendly Closing Message

This plan is designed to help a rising second grader strengthen the math skills that second grade depends on: number sense, addition and subtraction, place value, money, time, measurement, shapes, graphing, and early equal-groups thinking.

The work is aligned to West Virginia grade-level expectations, but it is taught through short, hands-on, child-friendly activities that help math feel understandable instead of overwhelming.

Brain Maker Connection

When children can build, draw, explain, and use math in real situations, they are not just finishing pages. They are building flexible math brains.

Suggested tutoring emphasis: keep practice short, repeat important skills often, and let the child use objects, drawings, words, and movement before expecting polished symbolic work.

References and Standards Sources

West Virginia Department of Education. College- and Career-Readiness Standards for Mathematics: Grade 1.

<https://wvde.us/media/3999/30467math-grade1-standards-v2pdf>

West Virginia Department of Education. College- and Career-Readiness Standards for Mathematics: Grade 2.

<https://wvde.us/media/3998/30468math-grade2-standards-v1pdf>

WVDE Math4Life Policies and Standards page. <https://wvde.us/academics/programs-initiatives/math4life/educators/wvde-policies-standards>

Note: The main planning pages use 12pt or larger text. Reference entries are smaller because they are end-source notes, not student or parent working pages.